

## Object of the Game

Make as many words as you can in two-minute rounds of play.

## How to Play

- Choose a level of play and have each player randomly pick the appropriate Rods as indicated:

Level 1 (Easiest): 4 yellow Rods (red print) and
6 blue Rods
Level 2: 4 yellow Rods (black print) and 6 blue Rods
Level 3: 2 green Rods, 3 yellow (black print) Rods, 3 yellow (red print) Rods, and 4 blue Rods
Level 4: 2 green Rods, 2 yellow (black print) Rods, 2 yellow (red print) Rods, 4 blue Rods, and 2 red Rods
Level 5 (Hardest): 2 green Rods, 2 yellow (black print) Rods, 6 blue Rods, and 4 red Rods

- Turn the timer over to start a two-minute round. All players build words at the same time.
- Snap your Rods together to make as many words as possible. Check all sides of each Rod for as many word combinations as possible. Use any extra time to mix and match Rods to find the combinations that give you the most words.
- At the end of the two-minute round, write down all of the words you made on your score sheet. Remember to write down words from all sides of the Rods.
- Break apart your Rods and pass them to the player to your left.
- Turn over the timer and build words with your new Rods.
- W hen the time is up, add your new words to your list.
- Break apart the Rods again.
- If there are more than two players, pass the Rods to the left again and continue to play until each player has had a turn using each set of Rods.
- After all players have used each set of Rods to build words, take turns reading and spelling your word lists out loud.


## How to Score

- You only receive points for words spelled correctly.
- If you share the same word with another player the word is crossed off both players' lists.
- O ne point is awarded for each unique word on your list.
- The player with the most points wins the game.


## Variations for Young Word Builders

A. Start with 4 blue Rods and 2 red Rods.
B. Start with 3 blue Rods and 3 yellow (red print) Rods.

In these variations, one point is awarded for all words spelled correctly. Words can be shared on player lists.

## Challenging Variations

A. Start with 8 blue Rods and 5 red Rods (1 of each vowel a, e, i, o, u). Players must use all vowels during a round in order for their words to count.
B. Choose either long or short vowel sounds as target words. Players receive an extra point for each word using these sounds.

Examples:
Target = long vowel words: Receive an extra point for the word "stone" since it has the long "o" sound.

Target = short "i" words: Receive an extra point for the word "pin" since it has the short "i" sound.

Teachers, parents, and players are encouraged to mix and match Rod combinations to create new variations and levels
of play. Specific phonics and word-building skills can be isolated for additional skill reinforcement. For example: long and short vowels, silent e, vowel combinations, and beginning or ending blends.

## Other great games from Learning Resources ${ }^{\circledR}$ :

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Snap It Up!® - 3 & 4 Letter W ords Card Game (LER 3042)
Snap It Up!® - W ord Families Card Game (LER 3043)
Pharaoh's Phonics'' - Phonics Skills G ame (ERR 5082)
Alpha-Bug Soup® - Word Game (LER 0333)
Sunken Treasure Adventure"' - Phonics Beginning Blends
Game (LER 5055)
Creepy Cave"' - Consonant M atching Game (LER 5051)
Python Path"' - Word-Ending Game (LER 5050)
M ax's Attic'" - Phonics Long & Short Vowels G ame (LFR 5056)
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